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| 10/011,023 | 11/02/2001 | Laurent Scallie | AC-002-US | 7571 |

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| EXAMINER |
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JONES, SCOTT E

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| ART UNIT | PAPER NUMBER |
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3713

DATE MAILED: 07/27/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

6

Office Action Summary

Application No.

10/011,023

Applicant(s)

SCALLIE, LAURENT

Examiner

Scott E. Jones

Art Unit

3713

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 15 December 2004 and 17 March 2005.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 16-25 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 16-25 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 02 November 2001 is/are: a) ☐ accepted or b) ☒ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152) |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Response to Amendment

1. This office action is in response to the responses filed on December 15, 2004 and March 17, 2005, respectively, in which applicant responds to the claim rejections. Claims 16-25 are pending.

Drawings

2. In order to avoid abandonment, the drawing informalities noted in the paper mailed on August 23, 2003, Paper No. 5, must now be corrected. Correction can only be effected in the manner set forth in the above noted paper.

Claim Rejections - 35 USC § 102

3. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

4. Claims 16 and 21 are rejected under 35 U.S.C. 102(b) as being anticipated by Wain (U.S. 4,335,809).

Wain discloses a system and method for both gaming and non-gaming amusement machines (satellite computers) linked via a communications network to a main control device (mission control), wherein the gaming and non-gaming amusement machines can be controlled independently or collectively to play one of a plurality of games by the main control device (mission control). Wain additionally discloses:

Regarding Claim 16:

- providing a mission control computer (30) which operates administrative programs for performing administrative functions for multiple game playing satellite computers on a network (Figure 1);
- providing a plurality of game playing satellite computers (22) connected to the network, each of which maintains a plurality of game programs and game specific command sets for controlling the play of respective ones of said plurality of game programs (Figure 1 and Column 6, lines 33-37);
- storing in each game specific command set of a satellite computer at least a game specific start signal for starting a respective game program on the satellite computer (Figure 1, Column 3, lines 17-29, and Claim 1);
- issuing a generic game start signal from the mission control computer to a satellite computer which is indexed to the game specific start signal of the game specific command set for a respective game program on the satellite computer in order to cause the game specific command set to be issued by the satellite computer for starting the game program (Column 3, line 17-29 and Claim 1);
- enabling the game program once started to be played on the satellite computer by local game specific command inputs of a game player to the satellite computer, (Abstract, Column 2, line 57-Column 4, line 3, Column 7, lines 13-23 and 37-45)
- whereby generic command signals can be issued by the mission control computer to control the administration of game programs played on any of the satellite computers, while enabling local game specific command inputs to be used by a game player to

Art Unit: 3713

control playing of a game program on the satellite computer (Abstract, Column 2, line 57-Column 4, line 3, Column 7, lines 13-23 and 37-45).

Regarding Claim 21:

- a plurality of mission control computers are maintained at respective mission control sites and are connected via a network to a network server that provides an online interface to the mission control computers for remote access by players (Figure 1, Column 3, lines 17-29, and Claim 1).

Claim Rejections - 35 USC § 103

5. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

6. Claims 18, 19, 22, 24, and 25 are rejected under 35 U.S.C. 103(a) as being unpatentable over Wain (U.S. 4,335,809) in view of Ehrman (U.S. 5,984,786).

Wain discloses that as discussed above regarding claims 16 and 21.

Wain additionally discloses:

Regarding Claim 25:

- issuing a generic game stop signal from the mission control computer to the satellite computer which is indexed to the game specific stop signal of the game specific command set for a respective game program on the satellite computer in order to cause the game specific command set to be issued by the satellite computer for stopping the game program (Column 3, line 17-29 and Claim 1)

Although Wain discloses game program information is stored in memory, Wain seems to lack explicitly disclosing:

Regarding Claim 18:

- providing each satellite computer with a local control program and a database of game-specific command sets for each of the game programs offered on the satellite computer, such that when a generic game start signal is issued by the mission control computer to the satellite computer, the local program of the satellite computer loads the corresponding game specific command set from its database to operate the game program.

Regarding Claim 19:

- wherein each game specific command set contains game specific control codes derived by analyzing each game program and determining the configuration for at least the game specific start signal for the given game program.

Regarding Claim 22:

- wherein said online interface of said network server allows players to perform one or more activities of the group consisting of: looking up statistics for game programs they have played; seeing the status of game programs being played by other players; seeing statistics for comparison to game programs played at other mission control sites; downloading statistics for their own later use; maintaining their accounts; joining or maintaining their status with a group of players; and communicating with other players.

Regarding Claim 24:

Art Unit: 3713

- the game specific control codes for the game specific command set for a game program are configured based upon one of the groups of game command architecture types consisting of: keystrokes; http commands; TCP/IP commands; writing files; control API's; and serial communications protocols.

Ehrman teaches of a run-time environment for multi-player, networked games which can be used to run many different types of games. The game model includes a database which stores the objects and their properties as well as the rules of the specific game, where the rules are to be executed on the objects and their properties. Ehrman and Wain are analogous art because both relate to gaming machines connected to a host computer via a network. Furthermore, Ehrman teaches:

Regarding Claim 18:

- providing each satellite computer with a local control program and a database of game-specific command sets for each of the game programs offered on the satellite computer, such that when a generic game start signal is issued by the mission control computer to the satellite computer, the local program of the satellite computer loads the corresponding game specific command set from its database to operate the game program (Abstract, Figures 1, 3A, 3B, and Column 1, line 56-Column 2, line 54).

Regarding Claim 19:

- wherein each game specific command set contains game specific control codes derived by analyzing each game program and determining the configuration for at

least the game specific start signal for the given game program (Abstract, Figures 1, 3A, 3B, and Column 1, line 56-Column 2, line 54).

Regarding Claim 22:

- wherein said online interface of said network server allows players to perform one or more activities of the group consisting of: looking up statistics for game programs they have played; seeing the status of game programs being played by other players; seeing statistics for comparison to game programs played at other mission control sites; downloading statistics for their own later use; maintaining their accounts; joining or maintaining their status with a group of players; and communicating with other players (Column 7, line 64-Column 8, line 34).

Regarding Claim 24:

- the game specific control codes for the game specific command set for a game program are configured based upon one of the groups of game command architecture types consisting of: keystrokes; http commands; TCP/IP commands; writing files; control API's; and serial communications protocols (Abstract, Figures 1, 3A, 3B, Column 1, line 56-Column 2, line 54, and Column 31, line 9-Column 32, line 48).

It would have been obvious to one having ordinary skill in the art, at the time of the applicant's invention, to incorporate the database features of Ehrman in Wain. One would be motivated to do so because this allows for a master set of rules and graphics, etc. to be stored in a database residing on a host computer and automatically updating player's gaming machines when a particular game is selected to be played via a network connection.

Art Unit: 3713

7. Claims 17 and 23 are rejected under 35 U.S.C. 103(a) as being unpatentable over Wain (U.S. 4,335,809) in view of Acres (U.S. 6,431,983).

Wain discloses that as discussed above regarding claims 16 and 21. Wain seems to lack explicitly disclosing:

Regarding Claim 17:

- generating with the playing of each game program on a satellite computer one or more of the following sources of information tracking the operation of the game program and parsing the source of information for desired status information and providing it to the mission control computer: game log files; dialog boxes or windows opened by the game program; messages from the Notification API; and a method used by the game program for external communications.

Regarding Claim 23:

- each satellite computer generates a log file for tracking the operation of a game program, and parses the log file for predetermined keywords indicative of desired status information and provides the status information to the mission control computer.

Acres teaches of a method and system for providing an incentive to play gaming devices connected by a network to a host computer. The system additionally tracks player activity via a smart card inserted by the player into the gaming machines. Acres and Wain are analogous art because each relates to gaming machines connected to a host computer via a network. Acres teaches:

Regarding Claim 17:

Art Unit: 3713

- generating with the playing of each game program on a satellite computer one or more of the following sources of information tracking the operation of the game program and parsing the source of information for desired status information and providing it to the mission control computer: game log files; dialog boxes or windows opened by the game program; messages from the Notification API; and a method used by the game program for external communications (Column 31, line 9-Column 32, line 48).

Regarding Claim 23:

- each satellite computer generates a log file for tracking the operation of a game program, and parses the log file for predetermined keywords indicative of desired status information and provides the status information to the mission control computer (Column 31, line 9-Column 32, line 48).

It would have been obvious to one having ordinary skill in the art, at the time of the applicant's invention, to incorporate the log file tracking features of Acres in Wain. One would be motivated to do so because this would enhance Wain's system to operate administrative programs, such as scheduling the transfer of new game or programming information, in an efficient manner.

8. Claim 20 is rejected under 35 U.S.C. 103(a) as being unpatentable over Wain (U.S. 4,335,809) in view of Acres (U.S. 6,431,983) and further in view of Ehrman (U.S. 5,984,786).

Wain in view of Acres teaches that as discussed above regarding claims 17 and 23. Wain in view of Acres seems to lack explicitly teaching:

Regarding Claim 20:

Art Unit: 3713

- wherein said mission control program maintains a database of game data based upon information provided by the satellite game playing computers, and generates one or more administrative reports from the group consisting of: system-wide gaming reports; membership and player statistics; detailed statistics on specific games played by specific players; current status of the system, hardware, and software troubleshooting.

Ehrman teaches of a run-time environment for multi-player, networked games which can be used to run many different types of games. The game model includes a database which stores the objects and their properties as well as the rules of the specific game, where the rules are to be executed on the objects and their properties. Ehrman, Acres, and Wain are analogous art because each relate to gaming machines connected to a host computer via a network. Furthermore, Ehrman teaches:

Regarding Claim 20:

- wherein said mission control program maintains a database of game data based upon information provided by the satellite game playing computers, and generates one or more administrative reports from the group consisting of: system-wide gaming reports; membership and player statistics; detailed statistics on specific games played by specific players; current status of the system, hardware, and software troubleshooting. (Column 7, line 64-Column 8, line 10, and Column 8, lines 22-34).

It would have been obvious to one having ordinary skill in the art, at the time of the applicant's invention, to incorporate the database features of Ehrman in Wain in view of Acres. One would be motivated to do so because this allows for a master set of rules and graphics, etc.

Art Unit: 3713

to be stored in a database residing on a host computer and automatically updating player's gaming machines when a particular game is selected to be played via a network connection.

Response to Arguments

9. Applicant's arguments filed December 15, 2004 and March 17, 2005 have been fully considered but they are not persuasive.

10. Applicant's arguments, see page 5 and the resubmitted declaration, filed December 15, 2004, with respect to the objection to the declaration have been fully considered and are persuasive. The objection of the declaration has been withdrawn.

11. Regarding Wain, Applicant alleges "the control" taught by Wain must [be] viewed in the context of transmitting and writing different software into the RAM 18 of each entertainment machine 1." Applicant additionally alleges, "Nowhere does Wain teach that main control device 30 control the actual "play" of the games in real-time (i.e. controlling the start and stop of game play). The examiner respectfully disagrees. Applicant admits "the control" taught by Wain must [be] viewed in the context of transmitting and writing different software into the RAM 18 of each entertainment machine 1." The examiner asserts Wain's main control device 30 controls the actual play of the game by virtue of the game program being "fed" to the entertainment machine(s) 1. This game programming information must be resident on RAM 18 in order for the game to execute (start/stop). The examiner broadly interprets the "generic game start" limitation to be read on by this feature in Wain.

Applicant alleges Wain fails to provide any teachings to the "command sets" that must be resident in the entertainment machines. The examiner asserts the "command sets" must be resident on the entertainment machine(s) in order to play the game, otherwise, the game could

Art Unit: 3713

not operate on entertainment machine(s) 1. Applicant further alleges "Wain does not distinguish between generic and game specific command sets." The examiner respectfully disagrees. In addition to the discussion above, Wain further distinguishes between generic and game specific command sets at least by an actuation of the entertainment machine by insertion of one or more coins or tokens into a coin mechanism of the machine (generic start) and initiating performance by activating the entertainment device (e.g. slot machine handle) to play a game (specific start).

For at least the reasons discussed hereinabove, the examiner maintains the previous rejection.

Conclusion

12. **THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the mailing date of this final action.

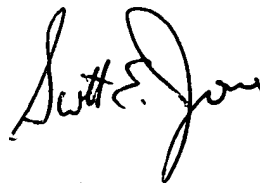
Any inquiry concerning this communication or earlier communications from the examiner should be directed to Scott E. Jones whose telephone number is (571) 272-4438. The examiner can normally be reached on Monday - Friday, 8:30 A.M. - 5:00 P.M..

Art Unit: 3713

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Xuan Thai can be reached on (571) 272-7147. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Scott E. Jones
Primary Examiner
Art Unit 3713

A handwritten signature in black ink, appearing to read "Scott E. Jones", written in a cursive style.

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